Sahuagin

Lore

Arcana/Survival (Uncommon): Sahuagin are known to react violently to any magic cast in their presence, apparently believing that it attracts the attention of the most monstrous denizens of the deep. While most sea-travelers regard this as pure superstition, the wise still restrain their use of great magics while shore is out of sight.

History/Nature (Common): The fish-men known as sahuagin are a scourge upon civilized coastlines and shipping lanes, emerging for vicious yet brief raids before fleeing to the safety of the depths.

These creatures are able to breathe both air and water, but struggle on land and will begin to suffocate if they go more than a few hours without being submerged.

History/Religion (Uncommon): Many minor sea-deities are worshipped among the sahuagin, but none with the fervor devoted to Sekolah, a shark-god of hunt and hunger said to be the ultimate judge of all virtue and power.

It is said that Sekolah aids only those whose victory is already assured, as those who plead for his strength prove themselves undeserving of it.

Despite this, sharing and reciprocity hold deep significance within his cults, particularly as applied to the distribution of meat after a kill; the only crime graver than weakness among the sahuagin is selfishness.

History/Religion (Esoteric): The oldest sahuagin myths hold that their race was called forth from the secret world beneath the sea by the spilled blood of an ancient titan and the triumphant song of It-That-Eats; the great Sharkfather recognized the sahuagin as his kindred and gathered them to his breast, seeding them across each ocean of the planes in his ceaseless roaming.

History/Survival (Esoteric): Sahuagin culture understands the incomplete destruction of a foe as a deep and shameful insult, and rarely give or accept quarter in combat.

While they do have a custom of ritualized surrender when death seems inevitable, they do so with the expectation of a swift and honorable execution, fighting bitterly against those who hesitate to deliver the killing blow.

History/Nature (Esoteric): Sahuagin born near enclaves of sea elves often are wholly elven in appearance themselves. Called "Malenti" or "Changelings" by elves and "Ugly Ones" by sahuagin, these uncanny mutants are thought by many to imply a shared ancestry between the two species.

Sahuagin Court
Lake Hurwitz

Declarations of Intent

A notable quirk of sahuagin culture is their tendency to formally declare what they aim to achieve whenever attempting a task where success is uncertain, that others may judge their success or failure.

This display is meant to show both their confidence in their own abilities, and their respect for the judgement of those who are listening.

One traditional sahuagin challenge takes the form of "Your meat is mine," asserting through their declaration of victory that they are uncertain of it, that their foe is worthy of that uncertainty, and that their foe's death, should they fall, will be an honorable one; that their strength will be consumed and preserved, continuing onward beyond their death.

Adventure Hooks

- An ancient horror has awoken from the depths and none can slay it; it is rumored that the rituals once used to bind it are still recorded in the story-songs of the sea devils.
- The sharks in a region, sensing the imminent approach of Sekolah, have become agitated and are attacking their erstwhile sahuagin hunting companions. The sahuagin are torn, fearing to show weakness before their deity yet unwilling to harm the creatures on whom their livelihood depends.
- A ship carrying an artifact of great evil capsized in a storm, and the sahuagin who recovered it have been afflicted with a terrible curse that threatens ruin to their whole nation. Sekolah, incensed by this frailty, has deprived their priests of his power, and so they must seek outside aid to lift this curse or else perish.

Tactics

Sahuagin patrol their territory in groups of 2-6, but will gather in groups as large as 20 for raiding excursions to the surface or to deeper waters.

Where possible, they try only to fight in or near relatively shallow water, dragging any surface foes into the sea, and any large aquatic foes into cramped crevasses and tunnels to fight them.

In combat, wherever possible they will make killing spellcasters their highest priority, both because of the direct danger they pose and the fear that they will recklessly attract another unaccounted-for threat.

Sahuagin never flee while in melee with a Bleeding or Bloodied opponent, but will do so otherwise if a fight seems to be turning against them to gather more allies.

Associated Monsters

- Boodbloaters
- Crabs
- Deep Scions
- Eye of the Deep
- Kelp Angler
- Kopru
- Krakens
- Kraken Priest
- Myrmixicus
- Nereids
- Scavvers
- Sea Hags
- Sharks
- Skullvyn
- Sommos Jow Pirates
- Sommos Jow Warband
- Uzollru
- Wastriliths
- Yurians

1d10 Sahuagin Names

#	Male	Female
1.	Chonoh	Agata
2.	Hual	Cragh
3.	Kalik	Eathis
4.	Qalcas	Hahn
5.	Qorrigh	Iereen
6.	Rogh	Oukara
7.	Sella	Ren
8.	Tergit	Thallin
9.	Utrest	Yieren
10.	Xorgh	Zarah

Treasure

Carrying. Glowlamp, Poison Bladder, Seaforged Armaments, Sharkcaller, Verdigris Torc
Harvest. Cursed Eye, Deep-Mutant Growths
Hoard. Carved Nacre, Deep Salts, Sargassum Liquor, Serpent Ivory, Shipwreck Salvage, Rare Shells

Lairs

The grandest sahuagin settlements are built atop underwater mountaintops or coral atolls, with the peaks of their highest towers emerging from the water.

More commonly, however, sahuagin dwell in cliff burrows, dug into abyssal trenches and shelves.

Within a settlement, individual buildings often have small aboveground portions, with most of the dwelling burrowed beneath, often with several seemingly separate buildings linked together through tunnel complexes.

Sea Gate Loremaster
Dave Kendall

Sahuagin Biter CR M4

Finned and scaled, with several rows of gnashing, serrated teeth; but for its claws, the creature seems almost more a fish gone wrong than aquatic humanoid.

AC 12 (Natural Armor)
HP 11 (2d8 + 2)
Speed 30 ft., Swim 40 ft.

Initiative +0 (10)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	13	+1	+1	Dex	11	+0	+0	Con	12	+1	+1
Int	12	+1	+1	Wis	13	+1	+1	Cha	−1	−1	−1

Senses Darkvision 120 ft., Passive Perception 11
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Ambition, Bloodlust, Comradery, Hunger, Xenophobia
XP 220 **Proficiency Bonus** +2

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Minion. If the sahuagin takes damage from an attack or as the result of a failed saving throw, its Hit Points are reduced to 0. If the sahuagin takes damage from another effect, it dies if the damage equals or exceeds its Hit Point maximum, otherwise it takes no damage.

Actions

Sawfang Feast (Group Attack). *Melee Attack Roll:* +3, reach 5 ft. *Hit:* 3 Piercing damage.

If three or more sahuagin contributed to this attack, the target additionally gains the Bleeding (1d6) condition.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Sahuagin Reef-Smasher CR 1

The figure wields a heavy, short-handled hammer of some strange metal, clearly adept at applying force through water.

AC 14 (Natural Armor)
HP 49 (9d8 + 9)
Speed 30 ft., Swim 40 ft.

Initiative +1 (11)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	Dex	12	+1	+1	Con	12	+1	+1
Int	12	+1	+1	Wis	13	+1	+1	Cha	9	−1	−1

Skills Athletics +5, Perception +5
Senses Darkvision 120 ft., Passive Perception 15
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Bloodlust, Bluster, Independence, Pride, Xenophobia
XP 200 **Proficiency Bonus** +2

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Actions

Multiattack. The sahuagin makes two attacks, one of which it can replace with a use of its Pinion Slam.

Sawfang Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) Piercing damage.

On a Critical Hit, the target gains the Bleeding (1d6) condition, or has its Bleeding Value increase by (1d6) if it was already Bleeding.

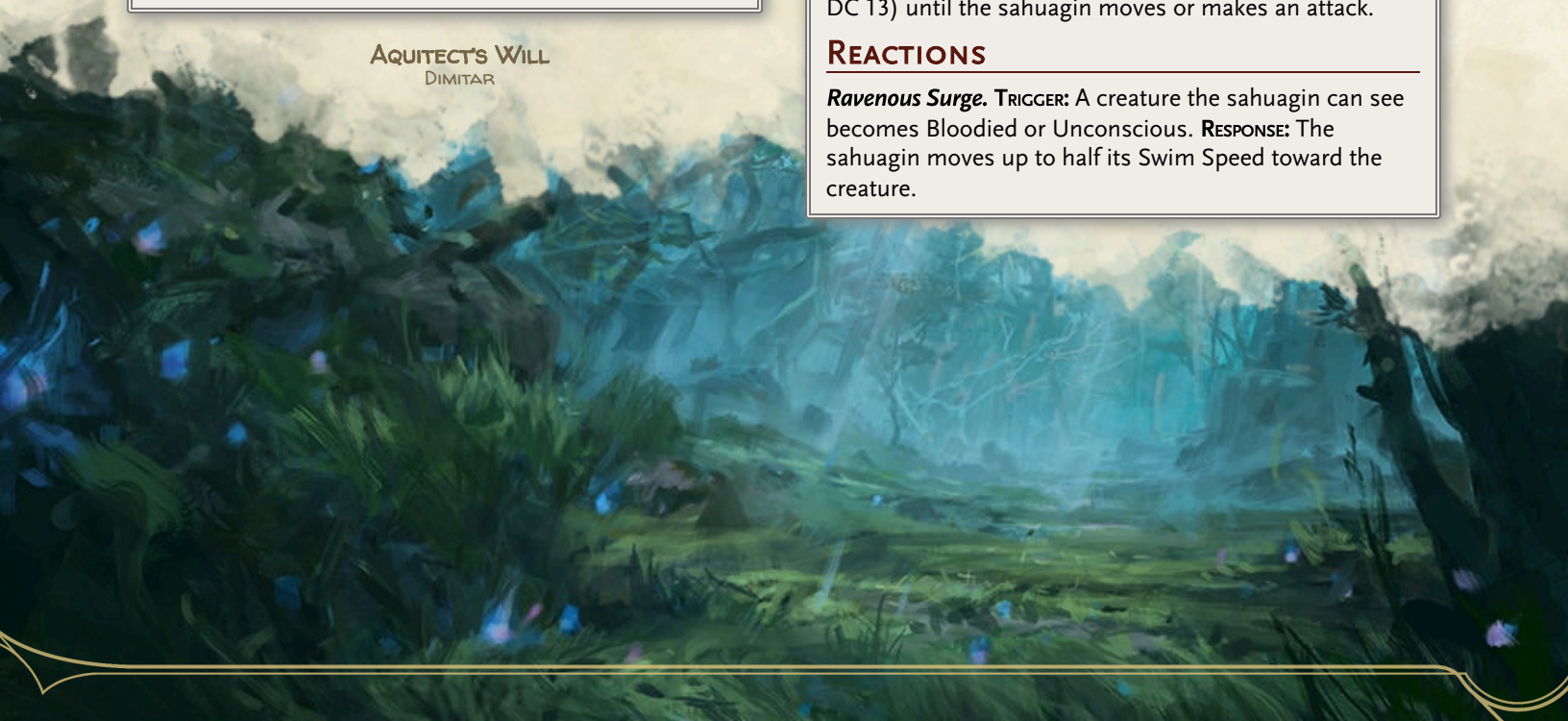
Seaforged Keelhammer. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

This attack deals maximum damage to a target made of inorganic materials.

Pinion Slam. One creature within 5 feet.
Strength Saving Throw: DC 13. **Failure:** The target gains the Prone condition and has the Grappled condition (escape DC 13) until the sahuagin moves or makes an attack.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.



Sahuagin Mawpriest CR 2

The scaled figure's toothy maw is echoed by the huge, inlaid toothplate slung across its chest like a ceremonial torc.

AC 12 (Natural Armor)
HP 66 (12d8 + 12)
Speed 30 ft., Swim 40 ft.

Initiative +1 (11)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	Dex	12	+1	+1	Con	12	+1	+1
Int	12	+1	+1	Wis	13	+1	+1	Cha	9	–1	–1

Skills Arcana +3, Perception +5, Religion +3
Senses Darkvision 120 ft., Passive Perception 15
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Bloodlust, Hunger, Religious Fervor, Xenophobia
XP 450 **Proficiency Bonus** +2

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Divine Hunger (1/Day). When the sahuagin would fail a saving throw while it can see a Bleeding creature within 15 feet, it can choose to succeed.

Actions

Sawfang Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

On a Critical Hit, the target gains the Bleeding (1d6) condition, or has its Bleeding Value increase by (1d6) if it was already Bleeding.

Toothed Saltstaff. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage.

This attack deals an additional 9 (2d8) Necrotic damage to a Bleeding or Bloodied target.

Borewater Bolt (Level 2 Spell). *Ranged Spell Attack:* +3, range 120 ft. *Hit:* 18 (4d8) Bludgeoning damage and the target is pushed up to 15 feet in a direction of the sahuagin's choice.

Manifest Godmaw (1/Day, Level 3 Spell). Spectral jaws snap shut in a 10-foot Emanation from a Bloodied creature within 60 feet. Each creature in the area must make a **Dexterity Saving Throw:** DC 11. **Failure:** 10 (3d6) Piercing damage and the creature has the Restrained condition until the end of the sahuagin's next turn. **Success:** Half damage.

The sahuagin gains Temporary Hit Points equal to half the total Hit Points lost in this way.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Sahuagin Hunter-Saint CR 3

The figure moves with dispassionate precision as it brandishes a kelp and sinew net, rattling with barbed hooks.

AC 16 (Natural Armor)
HP 71 (13d8 + 13)
Speed 30 ft., Swim 40 ft.

Initiative +2 (12)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+3	Dex	14	+2	+2	Con	12	+1	+1
Int	12	+1	+1	Wis	13	+1	+1	Cha	9	–1	–1

Skills Perception +5, Religion +3
Senses Darkvision 120 ft., Passive Perception 15
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Bloodlust, Hunger, Independence, Pride, Xenophobia
XP 700 **Proficiency Bonus** +2

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Actions

Multiattack. The sahuagin makes two attacks, each of which it can replace with a use of its Breaker Charge.

Sawfang Bite. *Melee Attack Roll:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) Piercing damage.

On a Critical Hit, the target gains the Bleeding (1d6) condition, or has its Bleeding Value increase by (1d6) if it was already Bleeding.

Tethered Harpoon. *Melee or Ranged Attack Roll:* +4, reach 10 ft. or range 30 ft. *Hit:* 9 (2d6 + 2) Piercing damage and the target is dragged up to 10 feet toward the Sahuagin.

Barbed Catch-Net. One Medium or smaller creature within 20 feet. **Dexterity Saving Throw:** DC 12. **Failure:** The creature has the Restrained (escape DC 12) and Bleeding (1d6) conditions.

Breaker Charge. The sahuagin moves up to half its Speed, then can force one creature within 5 feet that it moved at least 10 feet toward to make a **Strength Saving Throw:** DC 13. **Failure:** 9 (2d8) Bludgeoning damage and the target is pushed up to 10 feet away. **Success:** Half damage.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Triumph-Song. **Trigger:** The sahuagin reduces a creature to 0 Hit Points. **Response:** The sahuagin ends the Frightened condition for each ally within 30 feet that can hear it.

Sahuagin Deepdiver CR 4

Clouded, glassy eyes bulge from the pallid fishman's near-translucent flesh, lit by the dim, crimson glow of the whiplike lure trailing behind it.

AC 15 (Natural Armor)
HP 90 (12d8 + 36)
Speed 30 ft., Swim 40 ft.

Initiative +3 (13)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	14	+2	+2	Dex	16	+3	+3	Con	16	+3	+5
Int	12	+1	+1	Wis	13	+1	+3	Cha	9	−1	−1

Skills Perception +5, Stealth +7
Senses Darkvision 120 ft., Passive Perception 15
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Hunger, Independence, Sea-Terror, Social Discomfort
XP 1,100 **Proficiency Bonus** +2

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Eyes of the Deep. While within 10 feet of a source of Bright Light, the sahuagin has the Blinded condition.

Actions

Multiattack. The sahuagin makes two attacks, one of which it can replace with a use of its Lure of the Deep, if available.

Manhook Pike. *Melee Attack Roll:* +4, reach 10 ft. *Hit:* 13 (2d10 + 2) Piercing damage and the target is dragged up to 5 feet toward the sahuagin.

On a Critical Hit, the target gains the Grappled (escape DC 13) and the Bleeding (1d6) conditions.

Urchinspine Arbalest. *Ranged Attack Roll:* +5, range 30/60 ft. *Hit:* 8 (2d4 + 3) Piercing damage plus 3 (1d6) Poison damage.

Lure of the Deep (Recharge 6, Concentration). The sahuagin strobes an eldritch, crimson light in a 30-foot radius Emanation. Non-sahuagin creatures in the area that rely on Darkvision to see are unable to see anything other than the sahuagin.

When a creature starts its turn in the area, the sahuagin can force it to make a **Wisdom Saving Throw:** DC 13. **Failure:** The creature has the Charmed condition until the start of its next turn. While Charmed in this way, the creature must use all of its movement to approach the sahuagin.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Sahuagin Baron CR 5

Four clawed arms emerge from the fish-man, innate weaponry casting the ornate barbed trident it raises as more status symbol than armament.

AC 16 (Coral Armor)
HP 110 (13d10 + 39)
Speed 30 ft., Swim 50 ft.

Initiative +2 (12)
Size Large (8 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	19	+4	+4	Dex	15	+2	+5	Con	16	+3	+6
Int	15	+2	+5	Wis	13	+1	+4	Cha	17	+3	+3

Skills Insight +4, Intimidation +6, Perception +7
Senses Darkvision 120 ft., Passive Perception 17
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Bloodlust, Dominance, Hunger, Pride, Xenophobia
XP 1,800 **Proficiency Bonus** +3

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Mawtouched Mutant. The sahuagin has Advantage on saving throws against effects that can only target Humanoid creatures.

Divine Hunger (1/Day). When the sahuagin would fail a saving throw while it can see a Bleeding creature within 15 feet, it can choose to succeed.

Actions

Multiattack. The sahuagin makes four attacks, two of which it can replace with uses of its Gut Slam.

Riptine Trident. *Melee Attack Roll:* +7, reach 10 ft. *Hit:* 13 (2d8 + 4) Piercing damage and the target has the Bleeding condition (1d6).

Underclaw Grasp. *Melee Attack Roll:* +7, reach 5 ft. *Hit:* 7 (1d6 + 4) Slashing damage and the target has the Grappled condition (escape DC 15).

Gut Slam. One creature Grappled by the sahuagin. **Constitution Saving Throw:** DC 15. **Failure:** 7 (2d6) Bludgeoning damage and the target has the Dazed condition until the end of the sahuagin's next turn. **Failure by 5 or More:** The target additionally has the Stunned condition until the end of the sahuagin's next turn.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Raider's Rally. **Trigger:** A creature within 10 feet deals damage to one of the sahuagin's allies. **Response:** The sahuagin makes a melee attack against it.

Sahuagin Tidebinder CR 5

Though hunched and twisted by tumorous growths, the piscine figure shimmers with vital strength and deep magic.

AC 14 (Natural Armor)
HP 115 (21d8 + 21)
Speed 30 ft., Swim 40 ft.

Initiative +1 (11)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	10	+0	+0	Dex	12	+1	+1	Con	12	+1	+1
Int	16	+3	+6	Wis	14	+2	+2	Cha	12	+1	+1

Skills Perception +8, Religion +6
Senses Darkvision 120 ft., Passive Perception 18
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Bloodlust, Hunger, Pride, Sea-Reverence, Xenophobia
XP 1,800 **Proficiency Bonus** +3

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Actions

Multiattack. The sahuagin makes two attacks with its Borewater Bolt.

Borewater Bolt (Level 2 Spell). *Ranged Spell Attack:* +6, range 120 ft. *Hit:* 18 (4d8) Bludgeoning damage and the target is pushed up to 15 feet in a direction of the sahuagin's choice.

Salt Wounds (Level 3 Spell). One creature the sahuagin touches that does not have all of its Hit Points. **Constitution Saving Throw:** DC 14. **Failure:** 22 (4d10) Necrotic damage. **Success:** Half damage.

If the target is Bleeding, this damage is maximized and the condition ends for it.

Gyre Trap (Level 3 Spell, Concentration). Water swirls violently in a 30-foot Emanation from a point the sahuagin can see within 150 feet for 1 minute. Creatures in the area treat any movement away from its center as being over Difficult Terrain.

A creature that starts its turn in the area must make a **Strength Saving Throw:** DC 14. **Failure:** 9 (2d8) Bludgeoning damage and the creature is dragged up to 10 feet toward the area's center.

Nettletide (Level 4 Spell). *Seafoam and stinging tendrils surge forth in an agonizing wave.* Each creature in a 30-foot Cone. **Constitution Saving Throw:** DC 14. **Failure:** 21 (6d6) Poison damage. **Failure by 5 or More:** The creature is additionally Paralyzed until the end of its next turn. **Success:** Half damage.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Sahuagin Bloodletter CR 6

Sleek muscle and deep scars, old and new; the figure dances effortlessly through the water, the curved blade it holds equally unimpeded by the sea's grasp.

AC 18 (Coralstone Graft)
HP 97 (15d8 + 30)
Speed 30 ft., Swim 40 ft.

Initiative +1 (11)
Size Medium (6 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	16	+3	+6	Dex	12	+1	+1	Con	14	+2	+5
Int	12	+1	+1	Wis	11	+0	+0	Cha	12	+1	+1

Skills Athletics +6, Intimidation +4, Perception +6
Senses Darkvision 120 ft., Passive Perception 16
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Bloodlust, Challenge-Seeking, Hunger, Mastery, Pride
XP 2,300 **Proficiency Bonus** +3

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Actions

Multiattack. The sahuagin makes three attacks, or four attacks if it is Bloodied. It can replace up to two of these attacks with uses of its Breaker Charge.

Seaforged Waveblade. *Melee Attack Roll:* +6, reach 5 ft. *Hit:* 10 (2d6 + 3) Slashing damage.

A creature hit with this attack for the second time on a turn gains the Bleeding (1d6) condition.

Wave-Echo Slash (Underwater Only). *Ranged Attack Roll:* +6, range 30 ft. *Hit:* 7 (1d8 + 3) Bludgeoning damage and the target is pushed up to 5 feet.

Breaker Charge. The sahuagin moves up to half its Speed, then can force one creature within 5 feet that it moved at least 10 feet toward to make a **Strength Saving Throw:** DC 13. **Failure:** 9 (2d8) Bludgeoning damage and the target is pushed up to 10 feet away. **Success:** Half damage.

Drowner's Call (1/Day). *A deep resonance ripples out, felt more than heard.* Each creature in a 30-foot Emanation that is holding its breath. **Constitution Saving Throw:** DC 13. **Failure:** The creature stops holding its breath.

Reactions

Blood in the Water. **Trigger:** A creature within 5 feet gains the Bleeding condition. **Response:** The sahuagin makes a Sawfang Bite attack against it.

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Sahuagin Mawtouched

CR 14

The hulking creature's hints of humanoid ancestry are warped almost beyond recognition, a twisted, violent caricature. One sprouting arm hefts a titanic trident of rotten green metal.

AC 17 (Natural Armor)
HP 136 (13d10 + 65)
Speed 30 ft., Swim 50 ft.

Initiative +2 (12)
Size Large (10 ft. tall)
Type Humanoid (Sahuagin)

		MOD	SAVE			MOD	SAVE			MOD	SAVE
Str	21	+5	+5	Dex	15	+2	+7	Con	20	+5	+10
Int	16	+3	+3	Wis	14	+2	+2	Cha	18	+4	+9

Skills Athletics +10, Intimidation +9, Perception +12
Senses Darkvision 120 ft., Passive Perception 22
Languages Sahuagin, Telepathy 120 ft. (with sharks only)
Drives Hatred, Hunger
XP 11,500

Proficiency Bonus +5

Traits

Blood Frenzy. The sahuagin's melee attacks have Advantage against any target that is Bleeding or Bloodied.

Mawtouched Mutant. The sahuagin has Advantage on saving throws against effects that can only target Humanoid creatures.

Vessel of the Maw's Will (Mythic Trait, 1/Day). When the sahuagin is reduced to 0 Hit Points, it doesn't die or fall Unconscious. Instead, it resets to 136 Hit Points and shape-shifts into a Huge two-headed shark for the next hour.

Divine Hunger (3/Day). When the sahuagin would fail a saving throw while it can see a Bleeding creature within 15 feet, it can choose to succeed.

Actions

Multiattack. The sahuagin makes two attacks. If its Mythic Trait is not active, only one of these attacks can be with its All-Devouring Bite.

All-Devouring Maw. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 16 (2d10 + 5) Piercing damage.

On a Critical Hit, the target gains the Bleeding (1d6) condition, or has its Bleeding Value increase by (1d6) if it was already Bleeding.

Verdigris Great-Trident (Sahuagin Form Only). *Melee Attack Roll:* +10, reach 10 ft. *Hit:* 18 (3d8 + 5) Piercing damage.

Tail Slam. *Melee Attack Roll:* +10, reach 5 ft. *Hit:* 11 (2d6 + 5) Bludgeoning damage and the target is pushed up to 10 feet away.

Bloodletter Breath (Recharge 5-6). The sahuagin exhales a stream of corrupted water in a 60-foot long, 10-foot wide Line, or two such Lines if its Mythic Trait is active.

Each creature in one or more of those lines must make a **Constitution Saving Throw:** DC 18. **Failure:** The creature loses 35 (10d6) Hit Points and gains the Bleeding (2d6) condition. **Success:** The creature loses half as many Hit Points.

A creature that is not Bloodied has Advantage on this saving throw.

Reactions

Ravenous Surge. **Trigger:** A creature the sahuagin can see becomes Bloodied or Unconscious. **Response:** The sahuagin moves up to half its Swim Speed toward the creature.

Legendary Actions

The sahuagin can take three legendary actions, choosing from the options below.

Tail Slam. The sahuagin makes an attack with its Tail Slam.

Hungering Tide. Each Bleeding or Bloodied creature within 60 feet. **Strength Saving Throw:** DC 18. **Failure:** The creature is dragged up to 30 feet toward the sahuagin.

Circle Prey (Costs 2 Actions). The sahuagin moves up to half its Speed, then one creature within 30 feet must make a **Wisdom Saving Throw:** DC 18. **Failure:** The creature has the Frightened condition until the end of its next turn.

Mythic Actions

Impact Ram. The sahuagin moves up to half its Speed, then one creature within 5 feet of it must make a **Constitution Saving Throw:** DC 18. **Failure:** The creature has the Dazed condition until the end of the sahuagin's next turn and the sahuagin can immediately make a melee attack against it. A target that was already Dazed instead has the Stunned condition for the same duration.

Sahuagin Magic

Borewater Bolt

Level 2 Transmutation (Sorcerer, Druid, Warlock, Wizard)

Casting Time: Action
Range: 120 feet
Components: V, S, M (a gallon of seawater worth 1+ CP, which the spell consumes)
Duration: Instantaneous

A driving spray of seawater rushes forth, twisting and swerving as though forced down an unseen channel.

Make a ranged spell attack against the target. On a hit, the target takes 4d8 Bludgeoning damage and is pushed up to 15 feet in a direction of your choice.

Using a Higher Level Spell Slot. The damage increases by 1d8 for every slot level above 2.

Gyre Trap

Level 3 Transmutation (Druid, Ranger)

Casting Time: Action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute

Water swirls violently in a 30-foot Emanation from a point you can see within range for the duration. Creatures in the area treat any movement away from its center as being over Difficult Terrain.

A creature that starts its turn in the area must make a Strength Saving Throw. On a failure, the creature is dragged up to 10 feet toward the area's center.

If this spell targeted an area of water, a creature that fails this saving throw additionally takes 2d8 Bludgeoning damage.

Using a Higher Level Spell Slot. The size of the Emanation increases by 10 feet for every slot level above 3.

Knell of the Depths

Level 2 Transmutation (Cleric, Druid, Ranger, Paladin)

Casting Time: Action
Range: 60 feet
Components: V, S, M (A cracked pearl once worth 5+ GP)
Duration: Concentration, up to 1 hour

You invest a target with cursed elemental energy, causing nearby bodies of water to roil when the target draw nears and tendrils of water to drag it deeper under the waves.

The target must make a Charisma save. On a failure, the creature is Cursed for the duration. A creature Cursed in this way treats all movement through water as being over Difficult Terrain, and immediately sinks 10 feet whenever it starts its turn swimming.

Using a Higher Level Spell Slot. If you use a level 3 or 4 spell slot, the duration becomes 1 hour. If you use a level 5+ spell slot, the spell doesn't require Concentration and lasts until dispelled.

Manifest Godmaw

Level 3 Conjuration (Cleric, Druid, Ranger, Paladin)

Casting Time: Action
Range: 60 feet
Components: V, S, M (a leviathan's tooth worth 3+ GP)
Duration: Concentration, up to 1 minute

Spectral jaws snap shut in a 10-foot Emanation from a Bloodied creature you can see within range. Each creature in the area must make a Dexterity Saving Throw.

On a failure, the creature takes 3d6 Piercing damage and has the Restrained condition until the end of your next turn, or takes half as much damage on a success. You gain Temporary Hit Points equal to half the total Hit Points lost in this way.

The escape DC for this restraint is equal to your spell save DC.

Using a Higher Level Spell Slot. The size of the Emanation increases by 5 feet for every slot level above 3.

Nettletide

Level 4 Conjuration (Druid, Ranger)

Casting Time: Action
Range: Self
Components: V, S, M (a phial of preserved jellyfish polyps worth 10+ GP)
Duration: Instantaneous

An agonizing wave of seafoam and stinging tendrils surge forth from you in a 30-foot Cone.

Each creature in the area must make a Constitution Saving Throw. On a failure, a creature takes 6d6 Poison damage. On a success, a creature takes half as much damage.

A creature that fails this saving throw by 5 or more additionally has the Paralyzed condition until the end of its next turn.

Using a Higher Level Spell Slot. The Poison damage increases by 2d6 for every slot level above 4.

Power Word Drown

Level 7 Enchantment (Bard, Druid)

Casting Time: Action
Range: 60 feet
Components: V
Duration: Concentration, up to 1 minute

You speak a word of power that wraps one creature you can see within range in an illusory scenario in which it has been abruptly submerged in water.

If the target has 150 Hit Points or fewer and it needs to breathe air, it gains the Choking and Suffocating conditions for the duration. Otherwise, the spell has no effect.

The target makes an Intelligence Saving Throw at the end of each of its turns, ending this effect on a success.

Salt Wounds

Level 3 Transmutation (Druid, Ranger)

Casting Time: Action
Range: Touch
Components: V, S, M (a crystal of deep salt worth 25+ GP)
Duration: Concentration, up to 1 minute

You touch a creature that that does not have all of its Hit Points, flooding its wounds with deadly salts. The target must make a Constitution Saving Throw. On a failure, the target takes 4d10 Necrotic damage. On a success, the target takes half as much damage.

If the target has the Bleeding condition, this damage is maximized and the condition ends for it.

Using a Higher Level Spell Slot. The Necrotic damage increases by 1d10 for every slot level above 3.

Art Credits

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- Aquitect's Will by Dimitar

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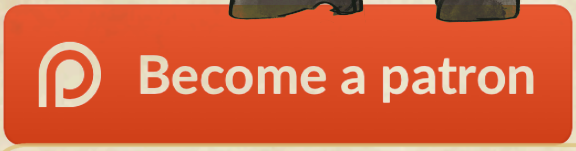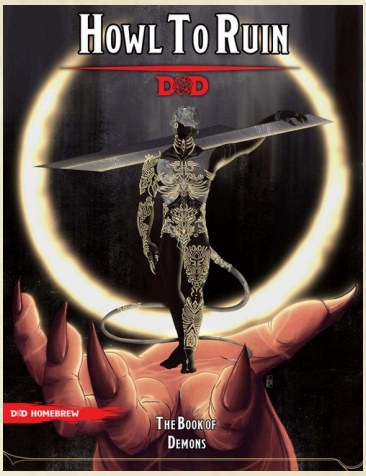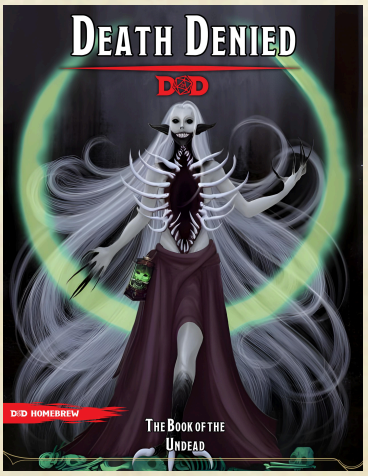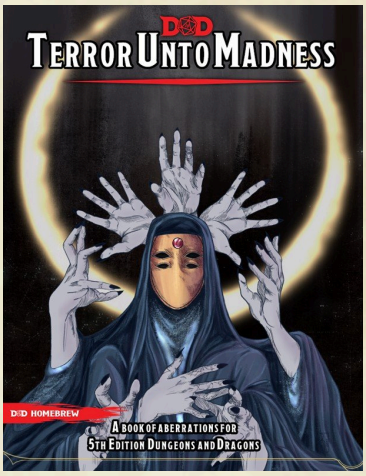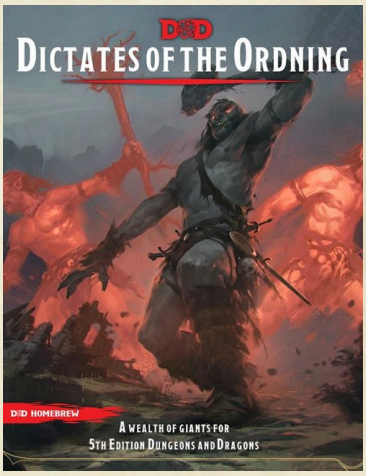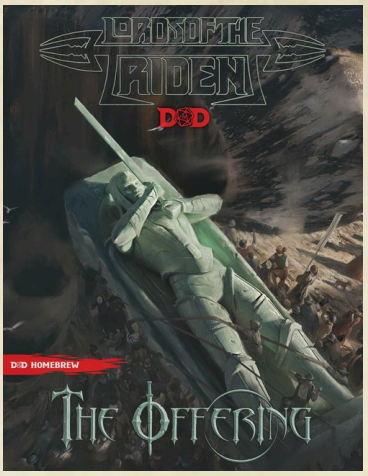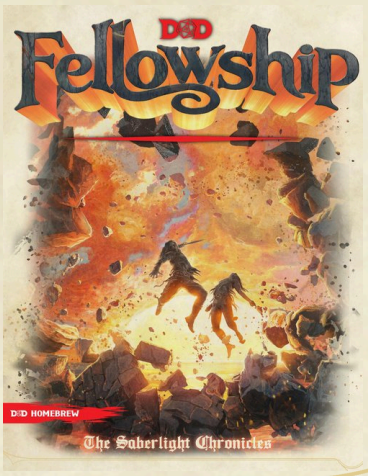
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